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| Toad  ***Tiny beast*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  1 (1d4 -1)  Speed 15 ft., swim 15 ft. | | | | | | | |
| **STR**  2 (-5) | **DEX**  10 (+0) | **CON**  9 (-1) | **INT**  1 (-5) | **WIS**  10 (+0) | **CHA**  2 (-5) |
| **Skills** Perception +1, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Challenge** 0 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Poisonous Secretion.** A creature that bites or consume the Toad must make DC 10 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving, the creature takes 1 (1d1) poison damage on a failure. The poisone ends on a success. | | | | | | |
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| ACTIONS | | | | | | |
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| Knot of Toads  ***Medium swarm of Tiny beasts*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  24 (7d8 - 7)  Speed 15 ft., swim 15 ft. | | | | | | | |
| **STR**  9 (-1) | **DEX**  10 (+0) | **CON**  9 (-1) | **INT**  1 (-5) | **WIS**  10 (+0) | **CHA**  2 (-5) |
| **Damage Resistance** Bludgeoning, Piercing, Slashing  **Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned  **Skills** Perception +1, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Challenge** 1/4 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Poisonous Secretion.** A creature that bites, consume the Toad must make DC 14 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving, the creature takes 1 (1d1) poison damage on a failure. The poisone ends on a success.  If the swarm has the swarm has less then half HP the dc for the effect is 12.  **Swarm**. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny toad. The swarm can't regain hit points or gain temporary hit points. | | | | | | |
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| ACTIONS | | | | | | |
| **Cover**. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 5 (2d4) poison damage , or 2 (1d4) poison damage if the swarm has half of its hit points or fewer. The creature is aslo subjected to the Poisonous Secretion of the toads. | | | | | | |
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| Giant Toad  ***large beast*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  39 (6d10 + 6)  Speed 25 ft., swim 15 ft. | | | | | | | |
| **STR**  15 (+2) | **DEX**  10 (+0) | **CON**  13 (+1) | **INT**  1 (-5) | **WIS**  10 (+0) | **CHA**  2 (-5) |
| **Skills** Perception +1, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Challenge** 1 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Poisonous Secretion.** A creature that touches the toad must make DC 13 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving throw, the creature takes 5 (1d10) poison damage on a failure. The poisone ends on a success. | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bulging damage, If the target is a Large or smaller creature, it is pull up to the creature and is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.  **Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone. | | | | | | |
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| Gaint Cauldron Toad  ***Large Monstrosity*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  68 (8d10+24)  Speed 25 ft., swim 15 ft. | | | | | | | |
| **STR**  16 (+3) | **DEX**  10 (+0) | **CON**  16 (+3) | **INT**  1 (-5) | **WIS**  14 (+2) | **CHA**  2 (-5) |
| **Saving Throws** CON +5  **Damage Immunities** acid, poison, fire, necrotic  **Condition Immunities** Poisoned  **Skills** Perception +3, Stealth +2 Survival +3  **Senses**. Darkvision 30 Ft passive Perception 13  **Challenge** 4 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Death Burst.** When the magmin dies, it explodes in a burst of  fire and magma. Each creature within 15 feet of it must make  a DC 14 Dexterity saving throw, taking takes 10 (3d6) acid damage plus 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.  **Potion Exterion.** The Cauldron Toad can be used Alchemist’s supplies, Brewer’s supplies, or Herbalism kit by another creautre. When a creature makes potion or with the toad or feeds it a potion. for the next 24 hours it can administer the potion as a bouns action with it's touch or to creature it has swallowed. It aslo may exter the potion into a container to be stored | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) bulging damage, If the target is a Large or smaller creature, it is pull up to the creature and is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the toad can't bite another target.  **Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad. and it takes 10 (3d6) acid damage plus 10 (3d6) fire damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone  **Cauldron Blech (Recharge 5-6).** The Toad exhales acid in an 15-foot cone. Each creature in that cone and Swallowed by the toad must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage plus 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If The Toad has Swallow a creature in it, the creature apears prone with in 5 feet of it after the blech. it also drops what ever creature it has restrained in it's bite. | | | | | | |
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| Cauldron Toad  ***Tiny Monstrosity*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  10 (3d4+3)  Speed 20 ft., swim 15 ft. | | | | | | | |
| **STR**  10 (+0) | **DEX**  10 (+0) | **CON**  13 (+1) | **INT**  1 (-5) | **WIS**  10 (+0) | **CHA**  2 (-5) |
| **Damage Immunities** acid, poison, fire, necrotic  **Condition Immunities** Poisoned  **Skills** Perception +1, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Challenge** 1/8 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Potion Exterion.** The Cauldron Toad can be used Alchemist’s supplies, Brewer’s supplies, or Herbalism kit by another creautre. When a creature makes potion or with the toad or feeds it a potion. for the next 24 hours it can administer the potion as a bouns action with it's touch. It aslo may exter the potion into a container to be stored. It can only have one potion stored this way at a time | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bulging damage. | | | | | | |
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| Hypnotoad  ***Tiny monstrosity*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  10 (3d4+3)  Speed 15 ft., swim 15 ft. | | | | | | | |
| **STR**  2 (-5) | **DEX**  10 (+0) | **CON**  13 (+1) | **INT**  9 (-1) | **WIS**  10 (+0) | **CHA**  14 (+2) |
| **Skills** Perception +2, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Languages** understands all languages but can't speak telepathy 120ft..  **Challenge** 1 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Hypnotic Secretion.** A creature that touches the toad must make DC 14 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving throw, The poisone ends on a success. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.  **Hypnotic Gaze**. When a creature starts its turn within 30 feet of the toad and is able to see the toad's eyes, the toad can magically force it to make a DC 14 Wisdom saving throw Charmed by the toad until the toad dies or until it is on a different plane of existence from the target. a creature can avert its eyes to avoid the saving throw at the start of its turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.  The Charmed target is under the toad's control and can't take Reactions, and the toad and the target can communicate telepathically with each other over any distance. Whenever the Charmed target takes damage or when it starts its turn at least 100 feet away from the toad, the target can repeat the saving throw. On a success, the Effect ends. The save can be made no more than once every hour, | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bulging damage. | | | | | | |
| ReaCTIONS  **Redirect Attack**. When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creatrue becomes the target instead | | | | | | |

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| Hypnotoad  ***Tiny monstrosity*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  10 (3d4+3)  Speed 15 ft., swim 15 ft. | | | | | | | |
| **STR**  2 (-5) | **DEX**  10 (+0) | **CON**  13 (+1) | **INT**  9 (-1) | **WIS**  10 (+0) | **CHA**  14 (+2) |
| **Skills** Persuasion +4, Perception +2, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 11  **Languages** understands all languages but can't speak telepathy 120ft..  **Challenge** 1 **Proficiency Bonus** +2  **Amphibious.** The Toad can breathe air and water  **Hypnotic Secretion.** A creature that touches the toad must make DC 14 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving throw, The poisone ends on a success. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.  **Hypnotic Gaze**. When a creature starts its turn within 60 feet of the toad and is able to see the toad's eyes, the toad can magically force it to make a DC 14 Wisdom saving throw Charmed by the toad until the toad dies or until it is on a different plane of existence from the target. a creature can avert its eyes to avoid the saving throw at the start of its turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.  The Charmed target is under the toad's control and can't take Reactions, and the toad and the target can communicate telepathically with each other over any distance. Whenever the Charmed target takes damage or when it starts its turn at least 100 feet away from the toad, the target can repeat the saving throw. On a success, the Effect ends. The save can be made no more than once every hour, | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bulging damage.  **Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bulging damage. | | | | | | |
| ReaCTIONS  **Redirect Attack**. When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creatrue becomes the target instead | | | | | | |

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| Gaint Hypnotoad  ***large beast*** | | | | | | | |
| **Armor Class** 11  **Hit Points** 52 (7d10+14)  Speed 25 ft., swim 15 ft. | | | | | | | |
| **STR**  16 (+3) | **DEX**  10 (+0) | **CON**  14 (+2) | **INT**  12 (+1) | **WIS**  12 (+1) | **CHA**  16 (+3) |
| **Saving Throws** Cha +5 Int +3 Wis +4  **Skills** Persuasion +4 Perception +2, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 12  **Languages** understands all languages but can't speak telepathy 120ft..  **Challenge** 5 **Proficiency Bonus** +3  **Amphibious.** The Toad can breathe air and water  **Hypnotic Secretion.** A creature that touches the toad must make DC 15 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving throw, The poisone ends on a success. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.  **Hypnotic Gaze**. When a creature starts its turn within 120 feet of the toad and is able to see the toad's eyes, the toad can magically force it to make a DC 15 Wisdom saving throw Charmed by the toad until the toad dies or until it is on a different plane of existence from the target. a creature can avert its eyes to avoid the saving throw at the start of its turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.  The Charmed target is under the toad's control and can't take Reactions, and the toad and the target can communicate telepathically with each other over any distance. Whenever the Charmed target takes damage or when it starts its turn at least mile away from the toad, the target can repeat the saving throw. On a success, the Effect ends. The save can be made no more than once every hour | | | | | | |
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| ACTIONS | | | | | | |
| Multiattack. The Toad can use it's Bite or Swallow attack and use it Mental Croak ability  **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 4) bulging damage, If the target is a Large or smaller creature, it is pull up to the creature and is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the toad can't bite another target.  **Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.  **Mental Croak**  A creature with in 120 feet that the toad can must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and immediately look at the toad. | | | | | | |
| ReaCTIONS  **Redirect Attack**. When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creatrue becomes the target instead | | | | | | |

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| Gitrog  ***Huge beast*** | | | | | | | |
| **Armor Class** 11  **Hit Points** 52 (7d10+14)  Speed 25 ft., swim 15 ft. | | | | | | | |
| **STR**  22 (+6) | **DEX**  10 (+0) | **CON**  20 (+5) | **INT**  14 (+2) | **WIS**  16 (+3) | **CHA**  18 (+4) |
| **Saving Throws** Cha +5 Int +2 Wis +4  **Skills** Persuasion +4 Perception +2, Stealth +2  **Senses**. Darkvision 30 Ft passive Perception 12  **Languages** understands all languages but can't speak telepathy 120ft..  **Challenge** 8 **Proficiency Bonus** +4  **Amphibious.** The Toad can breathe air and water  **Hypnotic Secretion.** A creature that touches the toad must make DC 15 Constitution saving throw at the end of turn or be poisoned for next 12 hours. Every 1 hours that elapse, the target must repeat the saving throw, The poisone ends on a success. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.  **Hypnotic Gaze**. When a creature starts its turn within 120 feet of the toad and is able to see the toad's eyes, the toad can magically force it to make a DC 15 Wisdom saving throw Charmed by the toad until the toad dies or until it is on a different plane of existence from the target. a creature can avert its eyes to avoid the saving throw at the start of its turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the toad until the start of its next turn, when it can avert its eyes again. If the creature looks at the toad in the meantime, it must immediately make the save.  The Charmed target is under the toad's control and can't take Reactions, and the toad and the target can communicate telepathically with each other over any distance. Whenever the Charmed target takes damage or when it starts its turn at least mile away from the toad, the target can repeat the saving throw. On a success, the Effect ends. The save can be made no more than once every hour | | | | | | |
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| ACTIONS | | | | | | |
| Multiattack. The Toad can use it's Bite or Swallow attack and use it Mental Croak ability  **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 4) bulging damage, If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the toad can't bite another target.  **Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.  **Mental Croak**  A creature with in 120 feet that the toad can must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and immediately look at the toad. | | | | | | |
| ReaCTIONS  **Redirect Attack**. When a creature the toad can see targets it with an attack, the toad chooses another creature charmed by it within 5 feet of it. The two swap places, and the chosen creatrue becomes the target instead | | | | | | |